Paxton10 System Capacity and Limitations

Overview

When installing a Paxton10 system is it important to ensure the project is a good fit. Realizing the system's capacity will ensure the site is running as efficiently and effectively as possible.

Access Control

1. Number of doors
   a. 1,000
2. Number of cameras
   a. 1,000
3. Number of users
   a. 50,000 with 10 credentials each
4. Number of tokens
   a. 500,000
5. Maximum number of readers per door
   a. 4
6. Number of Paxton10 readers in a single reader port
   a. Paxton10 readers are 1:1 only (unlike Net2)
7. Number of users simultaneously logged into a system
   a. Locally: 10
   b. Remotely: 10
8. Number of events you are able to store in the event a controller goes offline
   a. 40,000 events
9. Supported Credentials
   a. Bluetooth, Paxton, MIFARE®, HID™ Prox, EM, FeliCa, NFC and DESFire.
   b. Please note, iCLASS is NOT supported.

Cameras and Video Controller

10. Number of users able to view live footage
    a. On a Paxton10 camera
       i. 10
       ii. This is the maximum number of connections to view the video between all logged in users.
    b. On a VDC
       i. 12
       ii. This is the maximum number of connections to view the video between all logged in users.
11. How many concurrent sessions can be using the Paxton10 system?
    a. 10
12. How many concurrent sessions can be running when viewing live video?
    a. Up to 10 clients can be viewing live video at the same time.
    b. The 11th viewer requesting video will not be able to view until a free slot is available. Video recordings/ events can only be viewed by one client at a time.

13. Number of users able to view archived footage
    a. On a Paxton10 camera
        i. 1 at a time (when an additional request is made, the system informs the user if someone else is viewing footage)
    b. On a VDC
        i. 10. You can have up to 10 users to simultaneously look at archived video.
14. How much storage space can a VDC use?
    a. 2TB RAID 1 locally (SATA)
    b. 2TB on a NAS/Share
15. How much storage space can a Paxton10 Camera use?
    a. 128GB Locally
    b. When using a NAS drive, there is a 2TB limit.
16. How many days of recording can be stored on the 128GB camera?
    a. This depends upon the environment being recorded.
    b. For a typical office space environment, based on the default medium setting of 1080p, motion only, at 15FPS, you are likely to get more than 2 weeks
17. Maximum resolution a 3rd party camera can have with the VDC
    a. 4K (3840x2160 pixels)
18. Video Controller concurrent video processing capability
    a. 4 x 1080P @20fps
    b. Or 1 x 4K @20fps

Camera FAQ

19. How many streams do Paxton10 cameras support and how are they used?
    a. Paxton10 cameras support 3 streams. The first stream is high-resolution for full screen view, a low-resolution stream for multi-view and analytics and a QCIF stream for scrubbing.
20. Can Paxton10 de-warp 360 fisheye cameras such as Pelco Optera camera?
    a. No, however Paxton10 does still support the different RTSP streams from fisheye cameras.

Software

21. Site map format
    a. Paxton10 accepts, .jpeg, .jpg, .gif or .png files at up to 4MB in size.
22. Are Triggers and Actions server dependent?
    a. No, they are all stored on every controller as well as the server.
23. Is there a limit to the number of Trigger and Action rules?
    a. No.

PC System requirements

24. Paxton10 runs on a Chrome browser, so any device capable of running this browser should support Paxton10.

Entry

25. Number of Panels
    a. 100
26. Number of Monitors
    a. 1,000

Entry FAQ

27. Will my existing Entry panels and monitors work with Paxton10?
    a. All monitors and panels are compatible with Paxton10. However, Bluetooth functionality is only available in panels purchased after March 2019 (specifically those serial numbers higher than 6353207).
28. Can I use multiple token types with Entry panels on a Paxton10 system?
    a. Yes, all Paxton10 readers support Bluetooth and a range of token technologies; Paxton, MIFARE®, HID™ Prox, EM, FeliCa, NFC and DESFire.
    b. Please note, iCLASS is not supported.
29. Can you have an overview camera with Entry on a Paxton10 system?
    a. Anything configured at the panel or via the Entry configuration utility will work in the same way as any existing Entry system.

30. Is it SIP compatible?
    a. Anything configured at the panel or via the Entry configuration utility will work in the same way as any existing Entry system.

PaxLock

31. Number of wireless connectors per system
    a. 3 per controller
32. Maximum number of wireless connectors per controller
    a. 3 per controller
33. How far can I run from a controller to a wireless connector?
    a. In this instance RS485 rules apply, so we recommend a max. distance of 328ft.
    b. Each additional wireless connector can work up to 328ft away from the one before.
34. Wireless coverage from the wireless connector
    a. We recommend 15m/50ft radius from each wireless connector.
35. Number of PaxLocks per wireless connector
    a. Up to 10
36. Number of PaxLocks per system
    a. 1,000

Paxlock FAQ

37. What credentials can I use with the PaxLock?
    a. Paxton10 PaxLock Pro - Mortise & Latch are Paxton10 readers, meaning they support the same technologies as all other readers in the range: Bluetooth, Paxton, MIFARE®, HID™ Prox, EM, FeliCa, NFC and DESFire.
    b. Please note, iCLASS is NOT supported.

FAQ

What are the bandwidth requirements when using Paxton10 across multi-site or remote access?

- Any internet connection involved with Paxton10 is recommended to be 20Mbps Down and 10Mbps Up.
- For each primary stream of the camera being viewed, each network connection involved is recommended to have an additional 6Mbps Down and 2Mbps Up.
- For each secondary stream of the camera being viewed, each network is recommended to have an additional 3Mbps Down and 1Mbps Up.

If the recommended bandwidth requirements aren't met, you may experience performance issues when using Paxton10, this may include an increased buffering time when viewing live or archive video footage and increases load times when navigating the system.

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